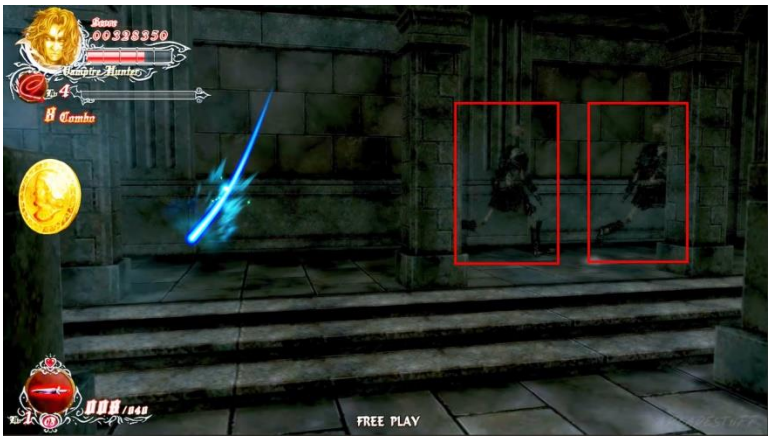
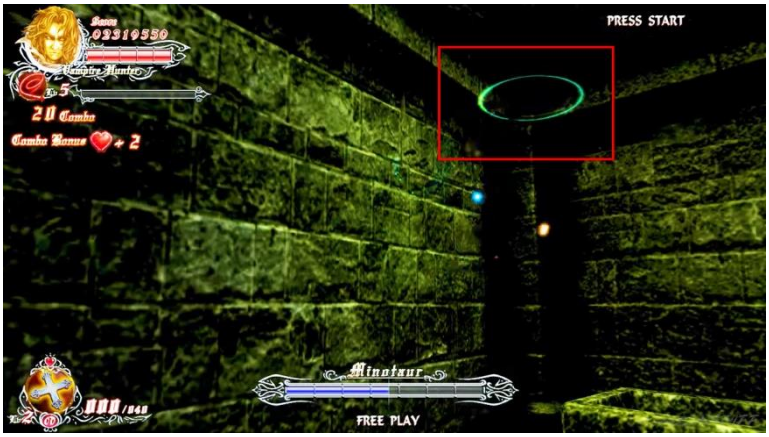
Meat Locations:

In Stage 1, there are 2x meats located in these barrels which are located right after you jump down:

In Stage 2A, there are 2 meats at beginning by killing the 2 running skeletons in the back:



In Stage 3B, during the Minotaur boss fight, there is meat hidden in the ceiling here:



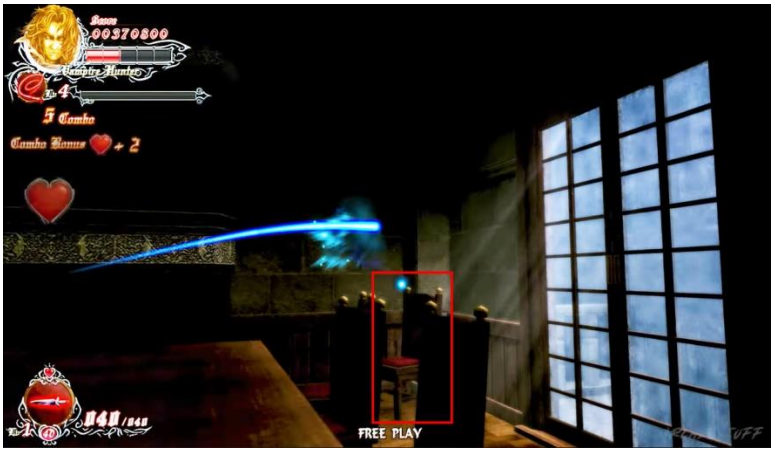
In Stage 4B on the 3rd Bell path, the first Medusa that flies down at you drops a meat if you kill it:

Sub-Weapons:

In Stage 1, the **Holy Water** sub-weapon is in one of these barrels (not the ones outlined in red):

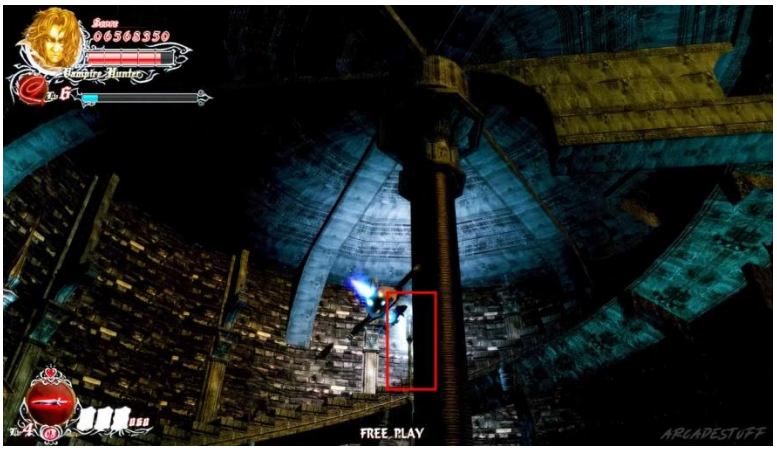
In Stage 2A, the **Holy Water** Sub-weapon can be found in this candle:

In Stage 2A, the **Axe** is located in the chair in the back of the room:



In Stage 2A, the **Cross/Boomerang** is located in this candle, same room that the “White Dragon” boss fight occurs:

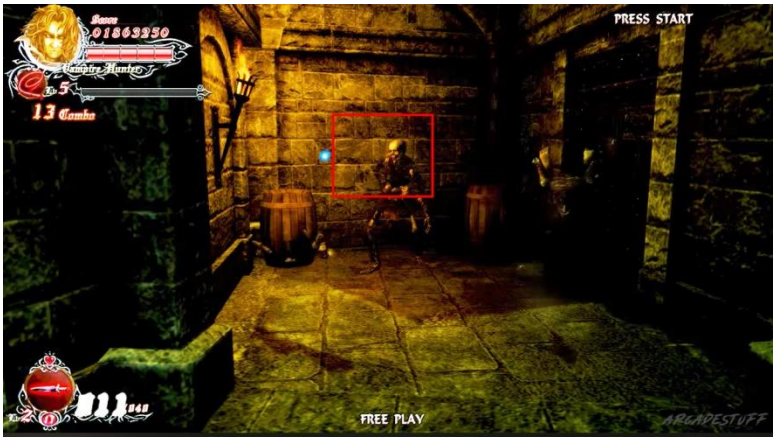
In Stage 5A, the **Cross/Boomerang** is dropped by hitting this candlestick:



Hidden Areas:

In Stage 2B, destroy the Dracula portrait in stage 2 and hit the lever behind it 3 times to trigger a hidden area in the floor of this room. Once down, a werewolf boss fight begins:

In Stage 3A, there is an alternate route you can take by throwing a sub-weapon and breaking the wall behind skeleton standing between 2 barrels:



In Stage 4B, ringing 1 of these 3 bells changes your path into the castle. Each bell represents a different/unique path:

On Stage 5A, if you whip this chain a platform/elevator comes down and takes you up to fight the woman wearing a mask from stage 4 again:

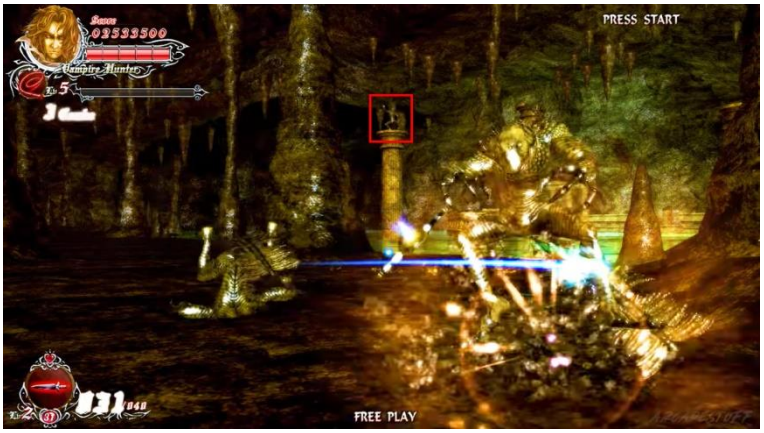
Secret Money Item:

Some Stages have a secret money item (Bag of $) that will provide you an extra upgrade point at the end of the Stage.

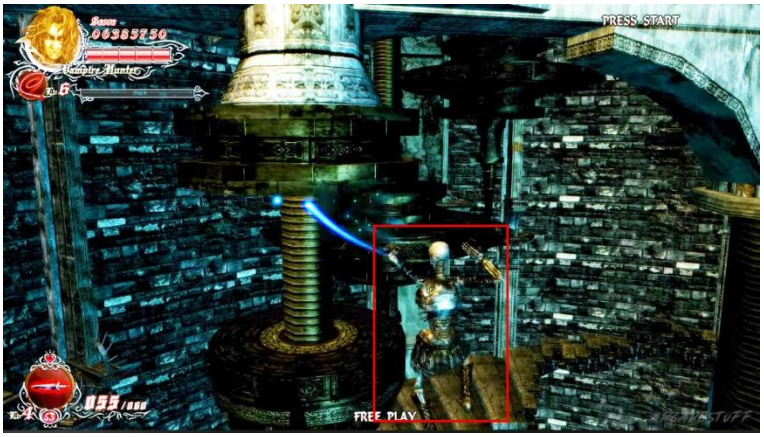
Stage 1, kill the bow skeleton that is shooting from the cliff in the village center (the one on the left):

Stage 2, Its located in the candlestick stand on the 1st floor walkway in backyard behind the fountain, just before boss fight:

Stage 3C, Shoot the Merman on the column in back:



Stage 5A, kill the skeleton that is hanging onto a clocktower gear:



Alternate Ending(s):

Each of the 3 characters have a standard ending. A 4th ending exists for when playing with 2 players. Additionally, each of the 3 characters have a “funny” alternate ending that is achieved when killing a yellow duck in any level of the game. (It appears that a duck exits in every level)

Misc Tips / Advice:

You can swing your whip and throw sub-weapons at same time. This technique is great for bosses and combos (combos restore hearts +2, +3 over 35 hits)

e-Amusement Pass Extras:

The game utilizes the e-Amusement Pass, which can be used to save progress during gameplay and unlock a hidden character: the Little Witch. To unlock the little witch edit the “settings.csv” file changing: useSecretChara to “TRUE”.

e-Amusements Pass also allows for stage selection for any stage the player has already passed through, & Automatic entry for internet rankings. To enable, edit the “settings.csv” file and change the following to “TRUE”: freeStageSelect

If the player uses the e-Amusement Pass to play through Castlevania: The Medal (Casino slot machine) under the right conditions, a new item will be unlocked in Castlevania: The Arcade. However, using this new item will lower the player's score. To unlock this special item, edit the “settings.csv” file changing the following 2 lines to “TRUE”:

- useMedalOfDracula
- useMedalOfVampireHunter

If the player uses the e-Amusement Pass to play through Castlevania: The Arcade under the right conditions, the player will receive a new music track during Rush Change in Castlevania: The Medal.